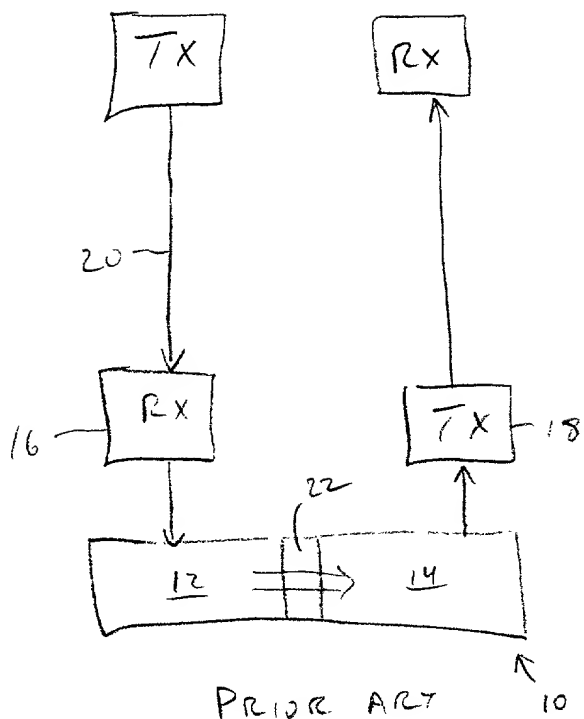


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PRIOR ART
FIG. 1

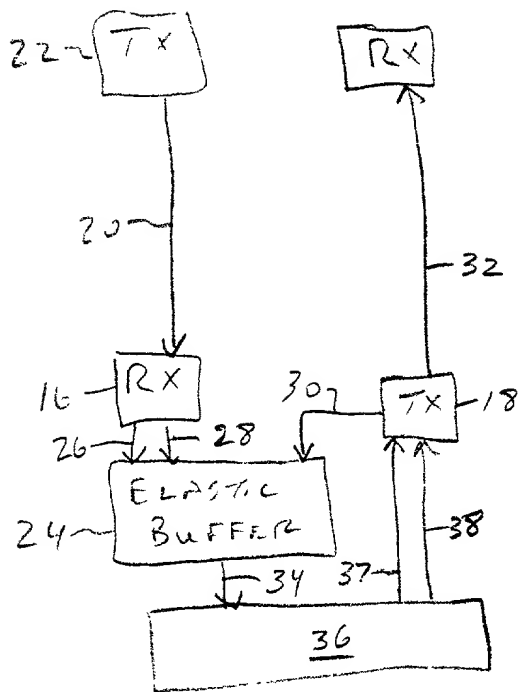


FIG. 2

Elastic Buffer Block Diagram

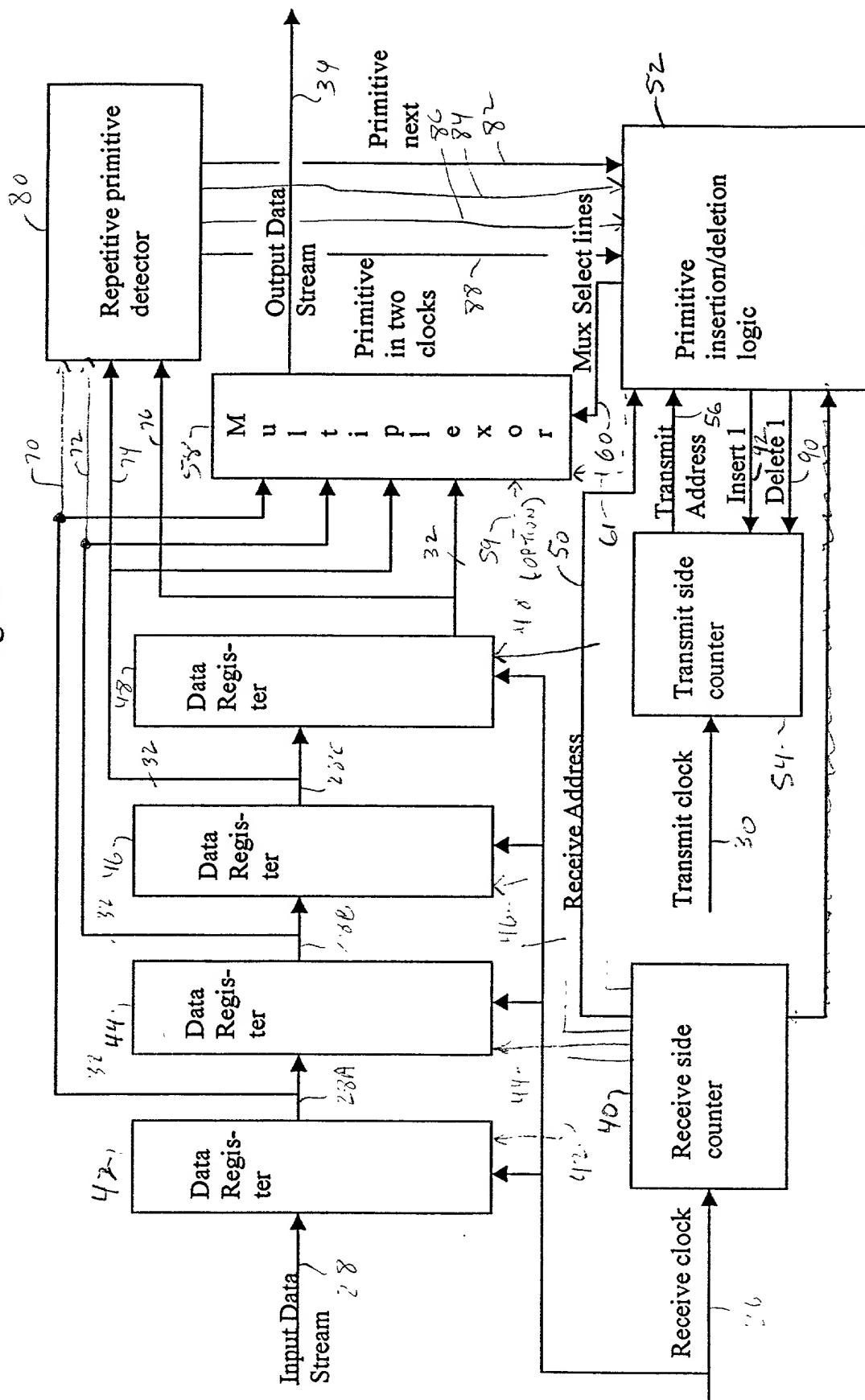
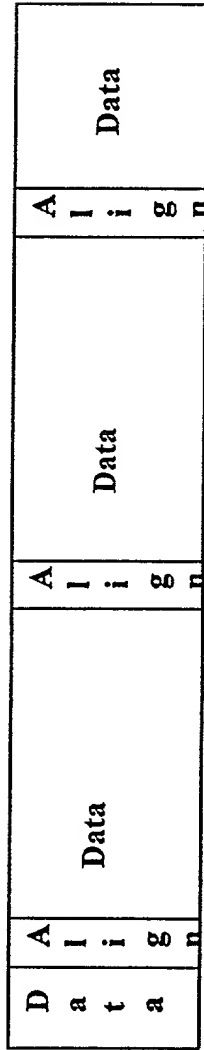


FIG. 3

APT Elastic Buffer Manager

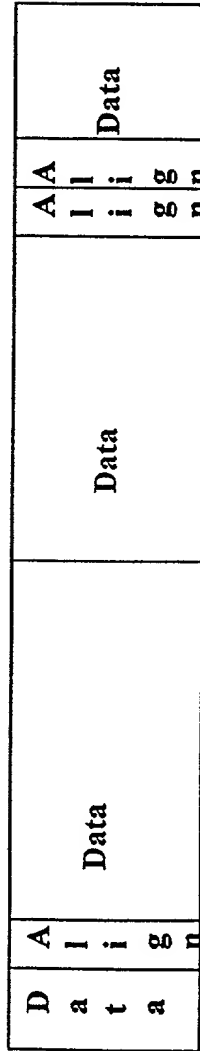


Input data stream

FIG. 1A



FIG. 1B



Output data stream

FIG. 1C

Primitive Insertion/Deletion Logic

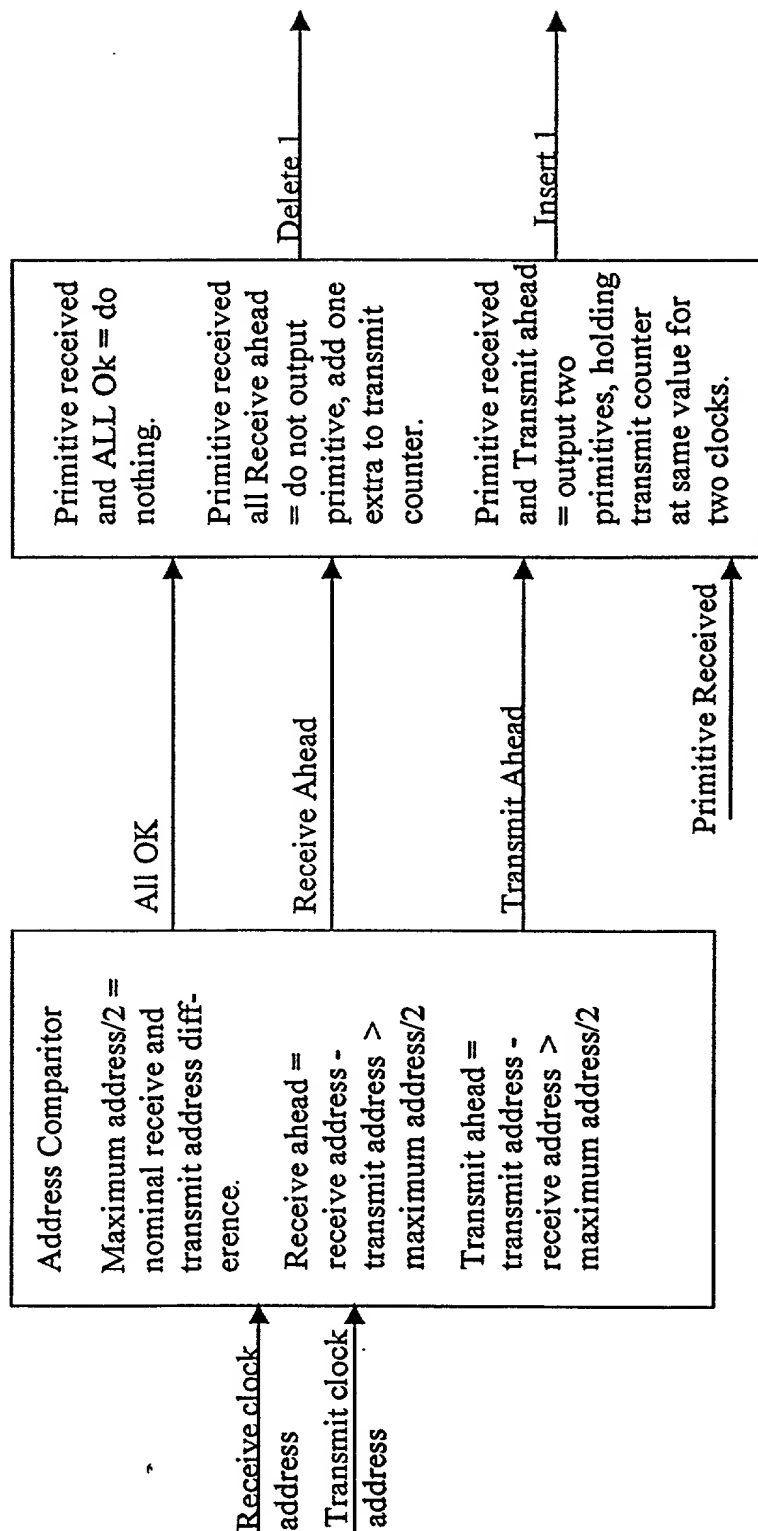
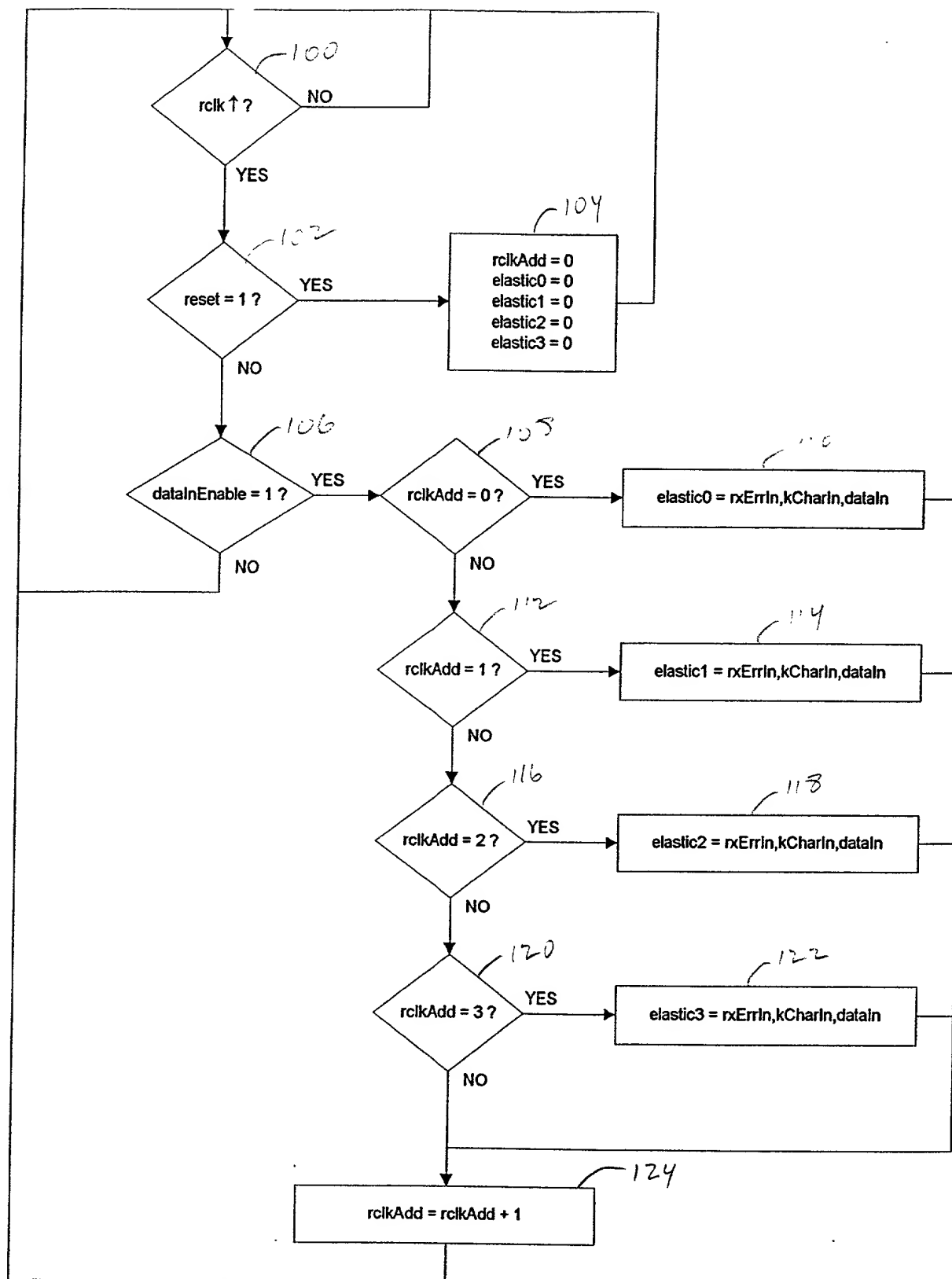


FIG. 5



Title

the memories, 4 words, written by rclk, and read by clk375, with an address difference of two, or one at worst

FIG. 6A

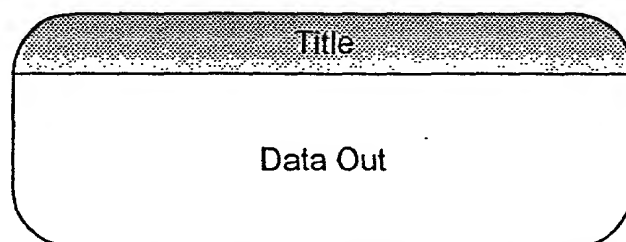
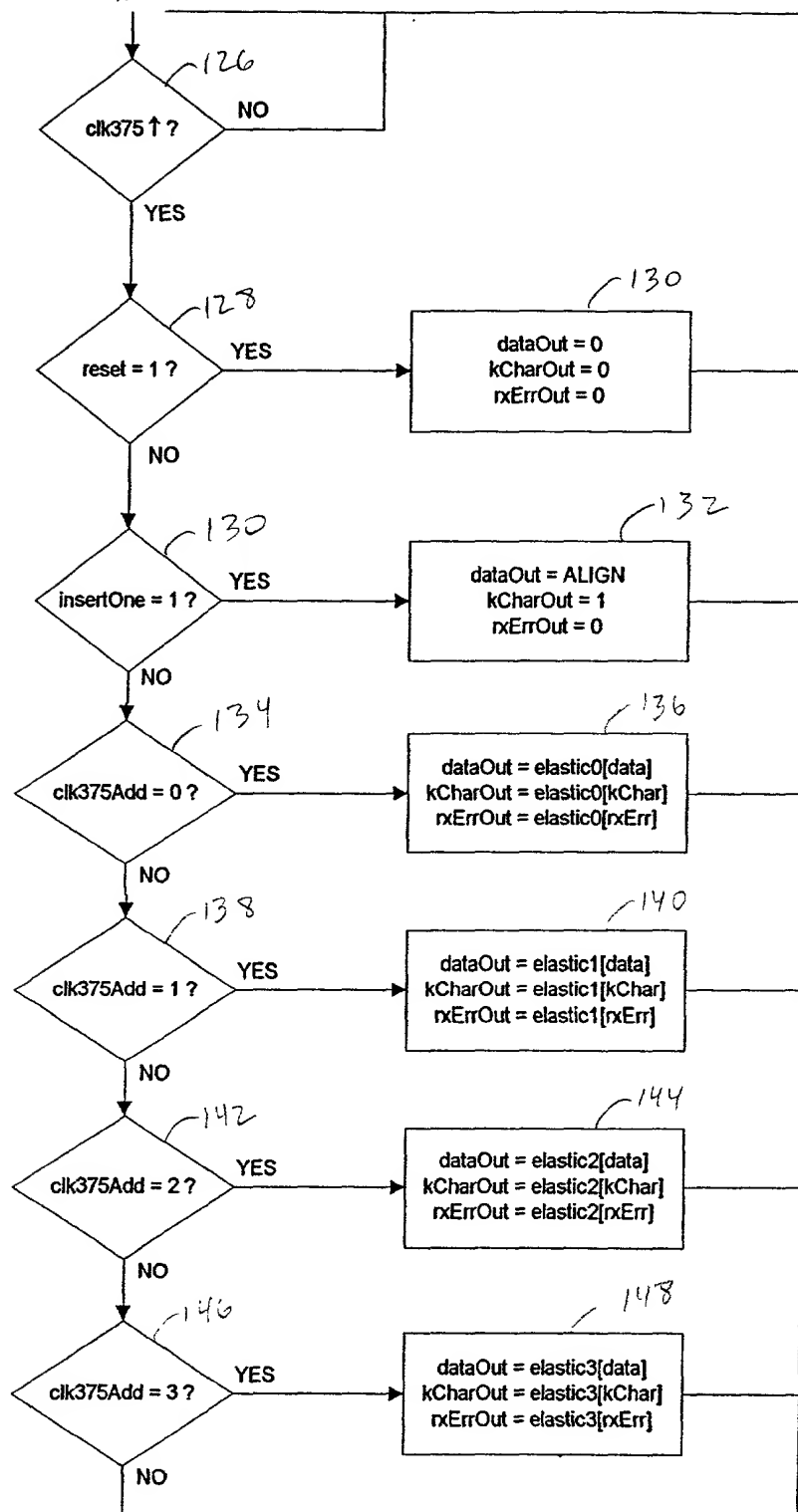


FIG. 66

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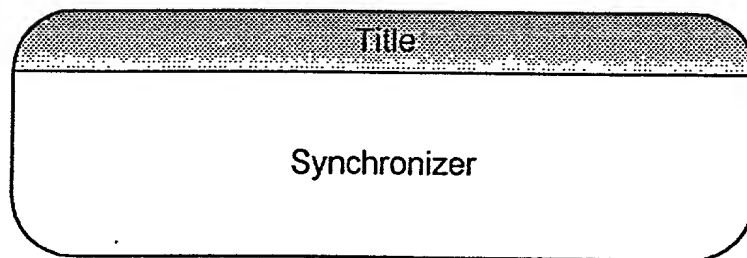
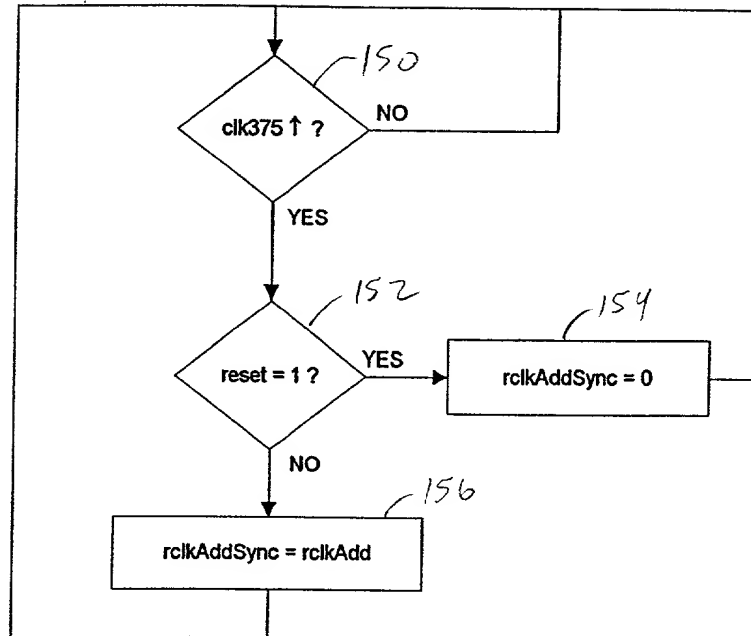


FIG. 6C

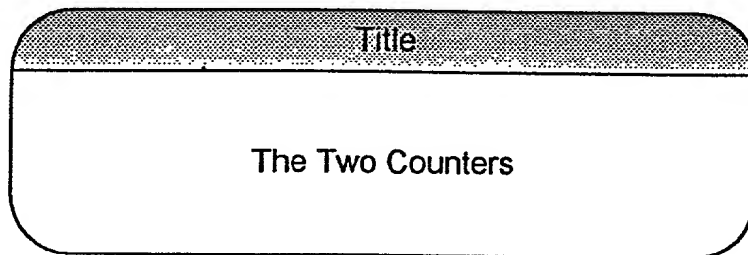
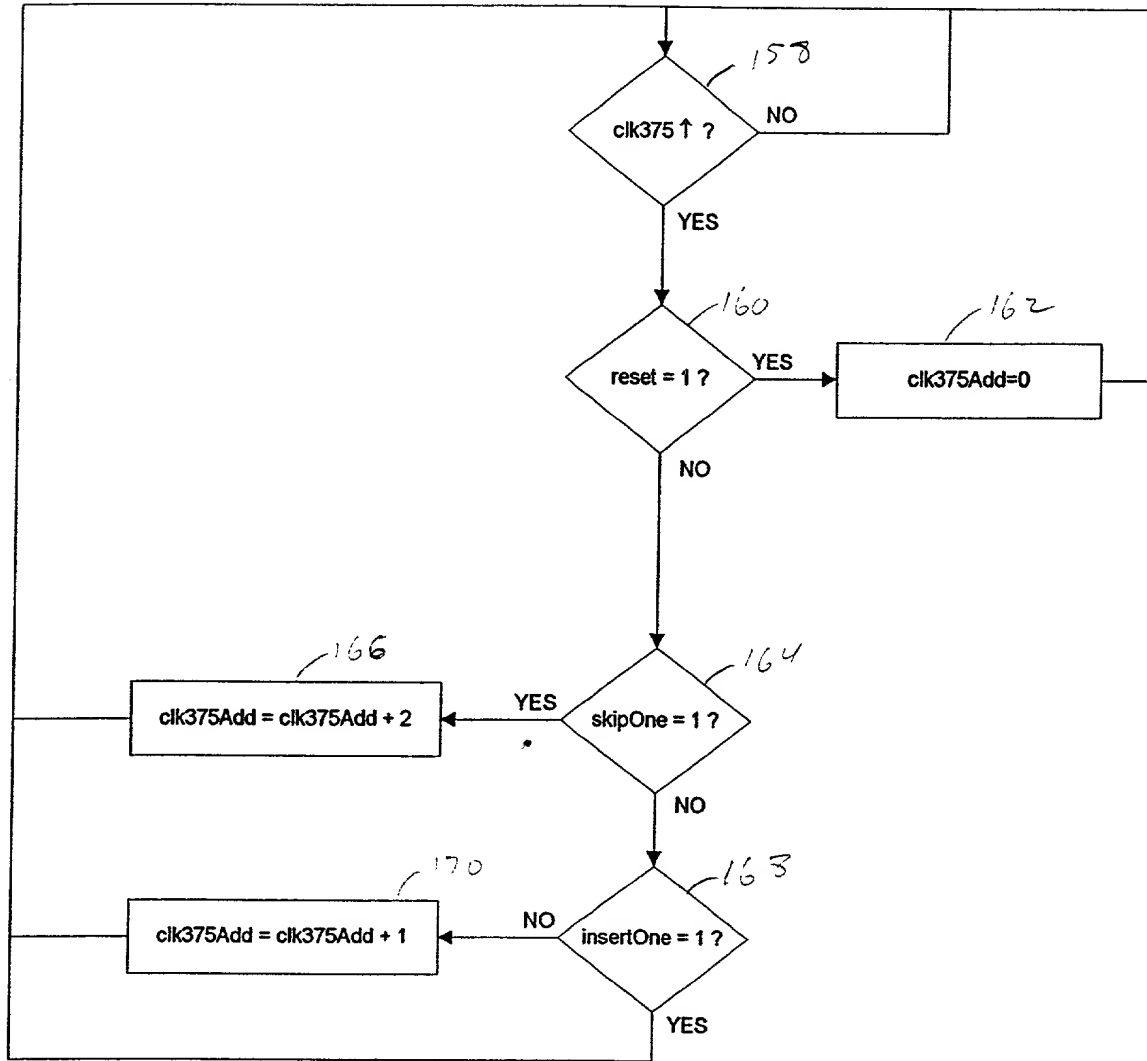


FIG. 6D

Shift register of distance between two counters is greater than two (delete 1), or less than two (insert 1).

Condition that will cause deletion of an align.

$rclkAhead0 \leq distanceGT2$ — 186

$rclkAhead1 \leq rclkAhead0$ — 188

$rclkAhead \leq rclkAhead0 \& rclkAhead1$ — 184

Condition that will cause insertion of an align.

$clk375Ahead0 \leq distanceLT2$ — 190

$clk375Ahead1 \leq clk375Ahead0$ — 192

$clk375Ahead \leq clk375Ahead0 \& clk375Ahead1$ — 182

Distance calculation:

$distance = rclkAddSync - clk375Add$

$distanceGT2 = (distance > 2)$

$distanceLT2 = (distance < 2)$

Constant comparison of 4 data words to align character. Keeps track of when an align is at the data out. Insertion or deletion will happen at this time.

Output signals:

$elastic0Align = elastic0 == ALIGN$

$elastic1Align = elastic1 == ALIGN$

$elastic2Align = elastic2 == ALIGN$

$elastic3Align = elastic3 == ALIGN$

insertOne calculation.

$clk375Ahead \& ($

$((clk375Add = 0) \& elastic0Align) |$ — 174

$((clk375Add = 1) \& elastic1Align) |$

$((clk375Add = 2) \& elastic2Align) |$

$((clk375Add = 3) \& elastic3Align) |$

Title

Insert/delete comparisons

FIG. 7